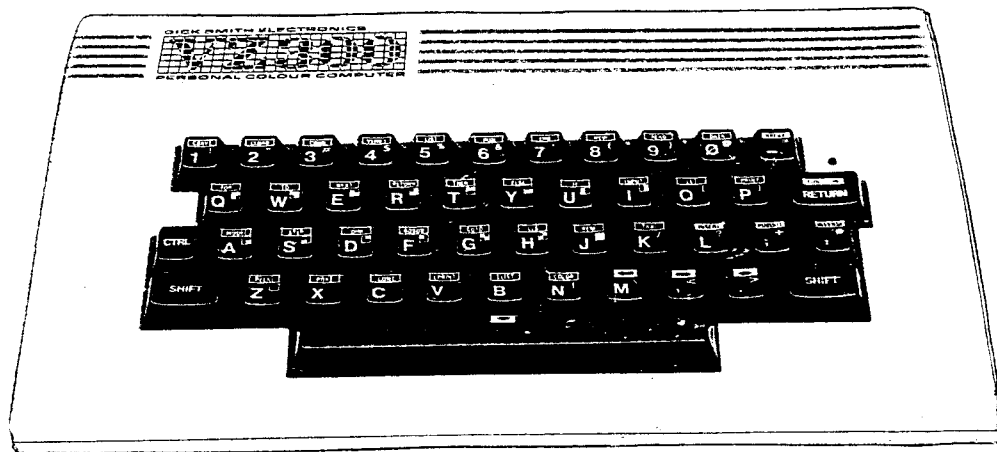


HUNTER VALLEY

VZ JOURNAL



PRODUCED BI-MONTHLY

BY HUNTER VALLEY VZ USER'S GROUP

STOP PRESS :- ** NEW ** NEW ** NEW **

Larry TAYLOR has just updated his VZ EPSON PRINTER PATCH V1.4 with host of extra features. Review in next issue. It's a must for anyone with an EPSON or EPSON compatible printer. Available from VS SOFTWAREZ.

POTPOURI :- Dot Matrix Addendum - VZ User Groups and Publications. Page 3

EDUCATIONAL PROGRAM by Paul LEON :- Page 4

With last school term just around the corner students will find this program helpful in learning their Elements and Symbols.

CHARACTER CODES (C) by Robert QUINN :- Pages 5-7

Once again Robert comes to the fore to demistify the VZ, this time it's the characters and their codes.

MAILING LIST UPDATE :- Page 7

Dick SMITH'S Technical Bulletin 111 on tape MAILLIST to disk SAVE/LOAD conversion gave just the bare essentials. The mods on page 7 give MAILLIST users a bit more versatility. Major mods in next issue.

AEM4505 SPEECH SYNTH. PROGRAMS by Dave BOYCE :- Pages 10

Held over for a couple of issues they finally make an appearance.

INKEY\$ INPUT ROUTINE by Paul LEON :- Page 10

Unlike the INPUT command an INKEY\$ INPUT routine can be tailored to your requirements. In the M/WORDS program in this issue nearly all inputs are handled by this routine.

USING DISK TOKENS by Robert QUINN :- Pages 11-13

Carrying on from previous article Robert has supplied us with a M/L shift routine to use with disk tokens as a demonstration program. It's a very fast BLOCK MOVE routine. For another example of it's use see M/WORDS program.

32K BIB RAM by Joe LEON :- Page 13

Most comments regarding the 2K and 8K BIB RAMS from previous issues also apply to this unit. It's too expensive for me.

8K BIB RAM PART II by Joe LEON :- Pages 14-16

Last issue had the circuits and now the program for activating any missing word you like and more. Because of it's built in LITHIUM batteries which should last around ten years you can think of it as a MAGIC EPROM.

VZ TOKENS AND WORDS by Robert QUINN :- Pages 17-18

I'm afraid the GREMLINS (See BELIEVE IT OR NOT) got in last issue with some ERRORS on page 11 and all the TOKENS were wrong in the right column on page 13. The complete word and token tables are reproduced which also includes all disk words as well. Intending constructors of the 8K BIB RAM will find the information most useful.

FOR SALE - FOR SALE :- Our usual ads appear once more pages 19-20

BELIEVE IT OR NOT :-

(Gremlins) - Normally I would apologise, but as my son Paul claims he taught me all about computers I'll let him take the blame.

CONGRATULATIONS SHIRLEY AND DAVE
BOYCE ON YOUR NEW ARRIVAL BABY
GIRL ---- JANET ELIZABETH BOYCE

PS :- IF YOUR NAME IS DAVE THEN WATCH OUT AS YOU COULD BE NEXT -
- YOU CAN'T SAY YOU HAVE'NT BEEN WARNED -

Apparently there are a few VZ users with DISK DRIVES who find some of the terms used confusing, mainly about file types.

T:MAILLIST - The 'T' before the Filename denotes a TEXT or BASIC program. You would either RUN"MAILLIST" or LOAD"MAILLIST" .

D:MAILDATA - The 'D' denotes a DATA file and can only be created by a program like MAILLIST. All the Names, Addresses, etc, you typed in are contained in a 'D' type DATA file and The commands used to SAVE or LOAD your DATA file are :- OPEN, CLOSE, PR# and IN#. The 4 commands can only be used from within a program, except for CLOSE which can be used in direct mode.

FOR PRIVATE SALE

1 off EXTENDED BASIC - 'XB' as from LASERLINK - \$25.00
 1 off LIGHT PEN again from LASERLINK - \$32.00
 Both items are as new and used twice only and still in original packing. Ring Dave on (08) 384 6574 about both items.

DOT MATRIX PRINTERS ADDENDUM

My thanks to John D'Alton for sending down the fonts below which arrived too late for Larry Taylors Dot Matrix article in last issue. They were printed on a CITIZEN 120-D printer which John markets.

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DOUBLE HEIGHT AND EXPANDED

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NOTE :- When writing to any above or H.V.VZ. Users' Group for information please enclose a S.S.A.E. or 2 Int. Reply Coupons.

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The program below is designed to help learn ELEMENTS and their SYMBOLS. You can chose ELEMENTS, SYMBOLS or RANDOM of the two previous. Whichever you chose, you'll have to type in either the ELEMENT's name or it's SYMBOL. Even if you know the element's name the spelling has to be 100% correct. Have fun.

Only 20 elements have been included and you can add or replace with different elements. Do not forget to reDIMension if you add or subtract number of elements.

```

10 '*****
20 '*   TRAINING PROGRAM FOR LEARNING ELEMENTS AND SYMBOLS   *
30 '*   TOGETHER WITH PERCENT RIGHT SCORE --- BY PAUL LEON   *
40 '*****
50 :
60 POKE30744,96:DIM E$(20),S$(20):GOSUB100:GOSUB700:FORI=1TO20
70 N=RND(20):IFE$(N)<>" "THEN70
80 READE$(N),S$(N):NEXTI:GOTO200
90 :
100 CLS:PRINT TAB(8)"ELEMENTS QUIZ"
110 PRINT " ====="
120 PRINT "  NUMBER OF QUESTIONS ANSWERED"
130 PRINT "  RIGHT >          WRONG >"
140 PRINT "  PERCENTAGE CORRECT -->"
150 PRINT " =====":RETURN
160 :
200 PRINT@226,"QUESTION #      WAS":PRINT@418,"QUESTION #"
210 FORI=1TO20:PRINT@429,USING" ##";I:GOSUB600
220 PRINT@482,"PRESS Q TO QUIT";
230 IFEL$="E"THEN310ELSEIFEL$="S"THEN250
240 A=RND(2)-1:IF A THEN310
250 PRINT@290,"ELEMENT      ";E$(I)
260 PRINT@354,;:INPUT"SYMBOL  ";A$
270 IFA$="Q"THENGOSUB500:GOSUB600:GOTO370
280 IFA$=S$(I)THENGOSUB500ELSEIFA$<>S$(I)THENGOSUB510
300 NEXT:GOSUB600:GOTO370
310 PRINT@354,"SYMBOL      ";S$(I)
320 PRINT@290,;:INPUT"ELEMENT  ";A$
330 IFA$="Q"THENGOSUB500:GOSUB600:GOTO370
340 IFA$=E$(I)THENGOSUB500ELSEIFA$<>E$(I)THENGOSUB510
360 NEXT:GOSUB600
370 PRINT@440,"Y      ":PRINT@418,;:INPUT"MAKE YOUR OWN ELEMENT ";T$
380 IF T$="Y"THENRUNELSEIFT$="Q"THENCLS:END:ELSE370
390 :
500 PRINT@247,"RIGHT":SOUND31,1:R=R+1:GOTO520
510 PRINT@247,"WRONG":SOUND15,4:W=W+1
520 PRINT@108,USING"##";R:PRINT@124,USING"##";W
530 PRINT@152,USING"###.##";R/I*100
540 PRINT@237,USING" ##";I:RETURN
590 :
600 FOR J=288TO388STEP32
610 PRINT@J,"                ";;REM 32 SPACES
620 NEXT:RETURN
690 :
700 PRINT@290,"ELEMENTS - SYMBOLS - RANDOM":PRINT@379,"R"
710 PRINT@355,;:INPUT"SELECT  OR  OR  ";EL$
720 IFEL$<>"E"ANDEL$<>"S"ANDEL$<>"R"THEN700ELSERETURN
790 :
800 DATA HYDROGEN,H,HELIUM,HE,LITHIUM,LI,BERYLLIUM,BE
810 DATA BORON,B,CARBON,C,NITROGEN,N,OXYGEN,O,FLOURINE,F
820 DATA NEON,NE,SODIUM,NA,MAGNESIUM,MG,ALUMINIUM,AL,SILICON,SI
830 DATA PHOSPHOROUS,P,SULFUR,S,CHLORINE,CL,ARGON,AR
840 DATA POTASSIUM,K,CALCIUM,CA

```

CODE :-

The program CODE gives you access to all the VZ character codes--ASCII, INVERSE, PEEK/POKE--from the keyboard. Each time you press a key (by itself or with SHIFT key held down) the corresponding character will display on screen along with its various codes in decimal and hex.

For nongraphic characters, the first two lines display the normal and inverse CHR\$ codes. These are the codes used in PRINT statements. Normal CHR\$ codes are ASCII codes with the range 32 to 95, as set out in the BASIC REFERENCE MANUAL. These divide into two sets : those from 32 to 63, which I will, for convenience, call numeric characters (digits, operation characters and punctuation characters) and those from 64 to 95, the so-called alphabetical characters.

For numeric characters, the inverse CHR\$ code is the normal CHR\$ code + 192.

For alphabetical characters, the inverse CHR\$ code is the normal CHR\$ code + 128.

Hold SHIFT and press X key to change the background of the screen from light to dark and vice versa. Visually, what is normal and what is inverse will depend on the background, but the CHR\$ codes do not change.

The remaining two lines display the normal and inverse PEEK/POKE codes. These are the codes that determine what character will appear at a given position on the screen (in video memory) when you POKE a number to that position, or the number you get if you PEEK at a given position on the screen (in video memory).

PEEK/POKE codes are somewhat more complicated than CHR\$ codes. Again, what is normal and what is inverse depends visually (what you see) on the background, but also the PEEK/POKE codes change according to the background.

With a dark background, the PEEK/POKE codes for normal alphanumeric characters range from 0 to 63, with the alphabetical characters having codes from 0 to 31 and numeric characters having codes from 32 to 63. Then the PEEK/POKE code for an inverse character is the normal PEEK/POKE code + 64 (range 64 to 127).

With a light background it is the inverse alphanumeric characters that have PEEK/POKE codes in the range 0 to 63 and the normal characters whose PEEK/POKE codes are the inverse PEEK/POKE codes + 64 (range 64 to 127). You can see this when you switch background (SHIFT X) while CODE is running.

Now try some of the graphic character keys (SHIFT J, SHIFT Z, etc.). CODE displays each graphic character in all eight colors, with the PEEK/POKE character code for each color. The PEEK/POKE code for each successive color (down the screen) is the previous color code + 16.

Green is the start color, and it is the green PEEK/POKE code for each graphic character that is the CHR\$ code for that character.

The range of CHR\$ codes for the sixteen graphic characters is 128 to 143. This is the standard or default range. There are three other ranges of CHR\$ codes available for graphic characters: 144 to 159; 160 to 175; and 176 to 191. These simply repeat the standard range of graphic characters.

When using CHR\$ codes for graphic characters, you select the color you want for a graphic character by using the COLOR command. With PEEK/POKE you select the color of a graphic character by choosing the PEEK/POKE graphic character code appropriate to the color. The PEEK/POKE code for a green graphic character is also the standard CHR\$ code for that character. This is the code that CODE displays at top of screen.

CONTROL CODES :- these are CHR\$ codes for cursor control commands that are accessed with the CTRL key held down: cursor up, down, left, right, INSERT, RUBOUT. RETURN key also has a CHR\$ code.

Other CHR\$ codes can be viewed with CODE by HOLDING SHIFT and pressing C key.

The BACK ARROW character (ASCII code 95; inverse code 223) is not accessible via the keyboard. You have to use CHR\$ or POKE to make use of this character. With CODE running, SHIFT V keys will display the back arrow character codes.

```

10 '*****
12 '* ASCII AND PEEK/POKE CODES FOR NORMAL - INVERSE *
14 '* GRAPHIC AND CONTROL CHARACTERS BY ROBERT QUINN *
16 '*****
20 :
30 CLS:N$="0123456789ABCDEF":X=-1:VM=28672:POKE30744,1
40 PRINT@7,"CHARACTER CODES"
50 PRINT:PRINT"PRESS A KEY BY ITSELF"
60 PRINT:PRINT"OR WITH SHIFT HELD DOWN"
70 PRINT:PRINT"OR WITH CTRL FOR CURSOR CONTROL KEYS"
80 PRINT:PRINT"SHIFT X SWITCHES BACKGROUND"
90 PRINT:PRINT"SHIFT C FOR MISCELLANEOUS CODES"
95 PRINT:PRINT"SHIFT V FOR BACK ARROW"
100 A$=INKEY$:A$=INKEY$
110 IFPEEK(26875)=249,SOUND20,1:X=NOTX:POKE30744,ABS(X):GOTO190
120 IFPEEK(26875)=243THENSOUND20,1:CLS:GOSUB410:A$=""
125 IFPEEK(26875)=219THENSOUND20,1:A$=CHR$(95):GOTO140
130 IFA$=""THEN100
140 B=0:CLS:A=ASC(A$):B=A$:IFA<31ORA=127THENGOSUB310
150 IFA>31AND A<64THENB=A+192
160 IFA>31AND A<64THENB=A+192:N=A:V=A+64
170 IFA>63AND A<96THENB=A+128:N=A-64:V=A
180 IFA>127AND A<144THENB=1
190 IFB>1THEN220ELSEIFB=0THEN100
200 T=0:FORR=1TO8:M=A+16*(R-1):COLORR:PRINT@T,B$ " ";M::GOSUB500
210 T=T+64:NEXT:GOTO100
220 PRINT@64,B$::PRINT@68,USING"###";A::M=A:GOSUB500
230 IFA>31AND A<96THENPRINT " "
240 PRINT@128,CHR$(B)::PRINT@132,USING"###";B::M=B:GOSUB500
250 PRINT " "
260 POKE256+VM,N:PRINT@260,USING"###";N::M=N:GOSUB500
270 PRINT " "
280 POKE320+VM,V:PRINT@324,USING"###";V::M=V:GOSUB500
290 PRINT " "
300 GOTO100

```

```

310 M=A: IFA=127THENPRINT@64,"RUBOUT ";A;
320 IFA=21THENPRINT@64,"INSERT ";A;
330 IFA=8THENPRINT@64,"CURSOR LEFT ";A;
340 IFA=9THENPRINT@64,"CURSOR RIGHT ";A;
350 IFA=10THENPRINT@64,"CURSOR DOWN ";A;
360 IFA=27THENPRINT@64,"CURSOR UP ";A;
370 IFA=13THENPRINT@64,"RETURN ";A;
380 GOSUB500: RETURN
410 PRINT@64,"CURSOR HOME ";28;"= HEX 1C":PRINT
420 PRINT"CLEAR SCREEN ";31;"= HEX 1F"
430 RETURN
500 C%=M/16:M=M-16*C%:GOSUB520:C%=M:GOSUB520
510 PRINT" = HEX ";D$;;D$="":RETURN
520 D$=D$+MID$(N$,C%+1,1):RETURN
    
```

MAILING LIST UPDATE

This update is for those persons who converted their tape MAILING LIST for disk use according to D.Smith's Technical Bulletin 111 which is available free from D.Smith.

DISPLAY DISK DIRECTORY :- Just press '0' for DIRECTORY.

READ MENU :-

- 1) Selecting READ will load your DATA file from disk.
- 2) CLOSE OPEN DATA FILE. If you get FILE ALREADY OPEN ERROR, then type in GOTO1000, select 2. READ option and select 2 again to CLOSE OPEN FILE.

WRITE MENU :-

- 1) WRITE NEW DATA FILE - Use this option only if your disk has'nt a data file on it already called MAILDATA.
- 2) UPDATE OLD DATA FILE - This option will first ERASE MAILDATA file and then WRITE a new MAILDATA file.

WARNING :- In case of ERRORS - DO NOT type in RUN or you will lose all your data, instead type in GOTO1000 to regain control.

```

600 COLOR7:PRINT@34,"|#####|"
605 PRINT@292,"1. READ DATA FROM DISK"
610 PRINT@356,"2. CLOSE OPEN DATA FILE"
630 PRINT@450,"|#####|";K$=INKEY$
640 D1$=INKEY$:IFD1$="2"THEN6135
650 IFD1$=" "THEN1000ELSEIFD1$="1"THENGOSUB30:RETURNELSE630
690 :
700 COLOR7:PRINT@34,"|#####|"
710 PRINT@292,"1. WRITE NEW DATA FILE"
720 PRINT@356,"2. UPDATE OLD DATA FILE"
730 PRINT@450,"|#####|";K$=INKEY$
740 D2$=INKEY$:IFD2$="1"ORD2$="2"THENGOSUB30:RETURN
750 IFD2$=" "THEN1000ELSE730
800 CLS:DIR:STATUS:PRINT:GOSUB4100:GOSUB40000:GOSUB30:RETURN
1020 COLOR7:PRINT@34,"|#####|";PRINT@45,;:"# OF RECORDS:";
1025 PRINTUSING" ###";DT
1027 PRINT@98,"0. DISPLAY DISK DIRECTORY";
1230 IFI$<"0"ORI$>"9"THEN1220ELSE SOUND30,1
1340 IFI$="0"THENGOSUB800:GOTO1020
5000 REM"#####|";
5010 GOSUB30:COLOR7:GOSUB700
5020 PRINT@261,"[ WRITE DATA TO DISK ]":GOSUB4100:GOSUB30
5205 IFD2$="1"THEN5210ELSE:ERA"MAILDATA"
6000 REM"#####|";
6010 GOSUB30:COLOR7:GOSUB600
6020 PRINT@260,"[ READ DATA FROM DISK ]";:GOSUB4100:GOSUB30
    
```

AEM'S CTS/SPO Speech Board - Program notes for the VZ 200/300

You will notice that the OUTPUT Routine for TALK A program is MUCH SHORTER and COMPACT when compared to my Original Programs.

In the routine 'TALK 3' the actual OUTPUT Routine takes a few lines, this is for Clarity Purposes.

In 'TALK A' you will see that the Output Routine has been reduced to just two lines.

Explanation of Output Routine taken from 'TALK 3'

```
10200 FOR T=1 TO LEN(A$) ' Starts Output Loop of A$
10220 A=ASC(MID$(A$,T,1)) ' A is made equal to the ASCII
      value of each letter in the String in turn
10240 OUT 12,A ' the ASCII value is output to the Printer.
10260 NEXT ' goes back for the next character in the String
10270 LPRINT:LPRINT:LPRINT ' forces the Speech to
      Output ALL of the String
```

OUTPUT Routine from 'TALK A'

```
1500 is the combination of lines 10200 to 10260 as above.
1520 is the same as 10270 above.
      I have found that only 2 LPRINT commands are needed.
```

Dave BOYCE

```
50 GOTO 100
60 ERA"TALK 3"
70 SAVE"TALK 3":DIR:STATUS
80 END
100 CLEAR 300 : ' FILE - TALK 3
180 CLS:PRINT"TALKER VERSION 1.3"
200 PRINT
10110 ' SIGN ON
10120 A$="BY--YOR--COMMAND":GOTO 10180
10130 'INPUT SECTION
10140 PRINT" SEPERATE WORDS WITH A DASH"
10150 PRINT" E.G. -> HELLO-THERE-FRIEND":PRINT
10160 INPUT" TALK PT.1)";A$:INPUT" TALK PT.2)";B$:A$=A$+"-"+B$
10170 IF A$="-" THEN A$="PLEEZ-ENTER-SUM-THING-2-SAY"
10180 '
10190 ' OUTPUT LOOP ROUTINE
10200 FOR T=1 TO LEN(A$)
10220 A=ASC(MID$(A$,T,1))
10240 OUT 12,A
10260 NEXT
10270 LPRINT:LPRINT:PRINT
10280 GOTO 10140
10290 ' GO BACK TO SENDER
10300 END
```



```

10 CLS ' FILE - TALK A
15 ' DO NOT EDIT LINE 210
20 POKE31946,161
25 PRINT "   CTS/SPO SOUND EFFECTS DEMO. ":PRINT ':FOR AEM 4505
30 CLEAR 300
35 PRINT"      1) GARGLING"
40 PRINT"      2) RUBBER LIPS"
45 PRINT"      3) TRAIN"
50 PRINT"      4) SNEEZES"
55 PRINT"      5) MACHINE GUN"
60 PRINT"      6) WHISPERING"
65 PRINT"      7) STARTER MOTOR"
70 PRINT"      8) SIREN (SORT OF)"
75 PRINT"      9) DOG"
80 PRINT"     10) OWN SOUND/MESSAGE"
85 PRINT"     11) UP-DATE DISK"
90 PRINT
200 PRINT@416,;:INPUT" ENTER YOUR CHOICE ";A
210 & A GOTO 500,550,600,650,700,750,800,850,900,950,1650
220 PRINT@437,"   ":GOTO 200
500 A$="GARGLING.ARRGLARRGLARRGLARRGLARRGLARRGL"
510 GOSUB 1500
520 GOTO 200
550 A$="RUBBER-LIPS.BLBLBLBLBLBLBLBLBLBL"
560 GOSUB 1500
570 GOTO 200
600 A$="STEAM-TRAIN.SHSHSHSHSHSS,TOOT-TOOT,SHSHSH"
620 GOSUB 1500
640 GOTO 200
650 A$="SNEEZING.ASJ,ASJ,ASJ,ASJ-GZUNTITE"
660 GOSUB 1500
670 GOTO 200
700 A$="MACHINE-GUN.GGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGG"
710 GOSUB 1500
720 GOTO 200
750 A$="WHISPERING.SHSH.SH..SH-SH-SH-SHSHSH-SH-SHSHSH"
760 GOSUB 1500
770 GOTO 200
800 A$="STARTER-MOTOR.IH-IH-IHIHIHIHIHIHIHIHIHIHIHIHI"
810 GOSUB 1500
820 GOTO 200
850 A$="SIREN.OOWLOOWLOOWLOOWLOOWLOOWLOOWLOOWLOOWL"
860 GOSUB 1500
870 GOTO 200
900 A$="DOGGY.WFFWFF-WFF-WFFWFF-RFF"
910 GOSUB 1500
920 A$="..THATS-PUHTHETIC"
930 GOSUB 1500
940 GOTO 200
950 INPUT" YOUR TRY ";A$
960 IF A$="",A$="YOU-DID-NOT-ENTER-ANY-THING.TRI--AGAN"
970 GOSUB 1500
980 '
990 RUN
1500 FOR T=1 TO LEN(A$):C=ASC(MID$(A$,T,1)):OUT12,C:NEXT
1520 LPRINT:LPRINT
1560 PRINT@437,"   ":A$="":RETURN
1600 END

```

```

1650 ' NO# 11 UPDATE DISK
1660 A$="DO-YOU-WAN-2-UP-DATE-THE-DISK":GOSUB 1500
1670 D$=INKEY$:D$=INKEY$
1680 IF INKEY$="N",220
1690 IF INKEY$="Y",1750
1700 IF INKEY$<>"Y" OR INKEY$<>"N",1670
1740 END
1750 ERA"TALK A":SAVE"TALK A":GOTO 220
2000 FOR L=31870 TO 32000
2020 PRINTL;PEEK(L);CHR$(PEEK(L))
2025 IF INKEY$=" ",2025
2030 NEXT
2040 LIST 20

```

INKEY\$ INPUT ROUTINE BY PAUL LEON

As most programmers know the INPUT command on the VZ has it's limitations, but an INKEY\$ INPUT routine can be tailored to your requirements. The routine below will not accept leading spaces, INVERSE or GRAPHIC characters. POKE30776,40 disables latter two inputs. Both ALPHA and NUMERICs are catered for. NC=VAL(IN\$) in line 90 converts STRING to a NUMERIC value and unlike the INPUT command COMMA'S, etc are ignored. Imagine no more REDO's.

LE is the variable which sets the length of the INPUT. Only lines 200 to 310 are required, the rest are for demonstration purposes. Trailing spaces can be removed by line 300 or left in. This routine was used for most INPUTS in M/WORDS program on page 16.

```

10 '*****
12 '* INKEY$ INPUT ROUTINE DESIGNED BY PAUL LEON FOR HIS DAD *
14 '*****
18 :
20 CLS:POKE30744,96:COLOR,0:POKE30862,80:POKE30863,52
25 SP$=" " :REM 30 SPACES
30 PRINT@39,"INKEY$ INPUT ROUTINE":PRINT
35 PRINT" DEMONSTRATION ROUTINE":PRINT:PRINT
40 PRINT" USE SUBDU (;) KEY TO ERASE":PRINT
45 PRINT" PREVIOUS ENTERED CHARACTERS":GOTO65
50 PRINT@385,"LIKE TO TRY AGAIN - Y/N " :SOUND30,1:LE=1
55 GOSUB200:Y$=IN$:IFY$="Y"THEN65ELSEIFY$="N"THEN60ELSE50
60 CLS:END
65 PRINT@417,SP$:GOSUB105
70 PRINT@385,"REMOVE BLANK SPACES - Y/N " :SOUND30,1:LE=1
75 GOSUB200:YN$=IN$
80 IFYN$="Y"THEN85ELSEIFYN$="N"THEN85ELSEGOSUB110:GOTO70
85 GOSUB110:PRINT@385,"NO CHAR'S FOR EX - LE " :LE=2
90 GOSUB200:NC=VAL(IN$):IFNC<1ORNC>16THEN85ELSEPRINT@385,SP$
95 PRINT @385,"ENTER EX " :SOUND30,1:LE=NC:GOSUB200
100 PRINT@417,SP$:PRINT@429,CHR$(34)IN$CHR$(34):GOTO50
105 PRINT@385,SP$:SOUND30,1:RETURN
110 PRINT@412," " :SOUND30,1:RETURN
180 :
190 REM"INKEY$ INPUT ROUTINE
200 CU$=CHR$(222)+CHR$(8):BS$=CHR$(8)+CHR$(127)+CU$:IN$=""
210 L=LEN(IN$):PRINT IN$:CU$;
220 A$=INKEY$:A$=INKEY$:IFA$=""THEN220ELSEX=USR(X)
230 POKE30776,40:IFA$=CHR$(13)THENPRINT" ":GOTO290
240 IFA$="";"ANDL>0"THENPRINTBS$;L=L-1:IN$=LEFT$(IN$,L)
250 IFL=LE THENSOUND20,1ELSEIFA$="" "ANDL=0"THEN220
260 IFA$<" "ORA$>"^"ORA$=";"THEN220
270 IFL<LE THENPRINTA$;CU$;:IN$=IN$+A$:L=L+1
280 GOTO220
290 IFYN$="N"THENRETURN
300 IFRIGHT$(IN$,1)=" "THENIN$=LEFT$(IN$,LEN(IN$)-1):GOTO300
310 RETURN

```

USING A DISK TOKEN IN A BASIC PROGRAM :-

First we choose a disk token--133 will do. Then we insert this token in a brief BASIC program to test its operation. Enter the following program:-

```
10 LET:PRINT"TEST"
20 PRINT"AGAIN"
30 END
```

To replace the token for LET with our disk token,
POKE31469,133

If you now RUN you will get ERROR messages because your VZ's MICROPROCESSOR (the MP) picked up on token 133 at start of line 10, located the pointer for this token which directed it to address 31091 where it found and executed a JP301 instruction.

What we want to do is change the instruction at 31091 so that the MP will execute it, then return to line 10 and continue to run our BASIC program. The simplest change I know of is a RET instruction (Code 201). So, POKE31091,201 and RUN.

It works! The MP jumped to 31091 where the RETURN was encountered and executed and program RUN continued on to complete line 10 and then line 20. This tells us something important: when a token is encountered in a BASIC program, if a CALL instruction is executed, so that no matter where the MP may jump to run the M/L routine tied to that token, it can find its way back to its position in the current BASIC line if the M/L routine ends with a RET.

So let's try something a little more complicated. We'll set up a short M/L routine in a stretch of otherwise unused memory, in the COMMUNICATIONS REGION, that begins at address 31273 (LO=41; HI=122). First change the instruction at 31091 to JP 31273:

```
POKE31091,195:POKE31092,41:POKE 31093,122
```

Now add these lines to our BASIC program:

```
50 A=31273
60 INPUTB:POKEA,B:A=A+1:GOTO60
```

RUN50 and INPUT this sequence of numbers: 33,1,1,34,0,112,201

BREAK -- We have now set up a M/L routine at 31273 consisting of these three instructions:-

```
LD HL,257
LD(28672),HL
RET
```

The routine loads the H and L registers with '1' which is the POKE code for A, then POKES these codes to the first two cells of screen memory (28672/3, top left corner) and RETURNS.

So, now CLS, press <RETURN> and RUN.

?SYNTAX ERROR IN 10

But our M/L routine executed, did it not? There are two A's in top of screen. Only the MP returned to line 10 and BREAKed. Why? Because we changed the contents of the HL registers. When we use USR(x) to execute a M/L routine, USR saves the current contents of the HL registers on the STACK and when RET is encountered to bring the MP back to BASIC, the contents of the hl registers are restored. No matter how the registers may change in the course of executing the M/L routine, the MP continues execution of the BASIC program with the registers the same as when it began USR.

We must do the same with our M/L routine. The routine only uses the HL register pair so we need only save and restore these two registers. We do this by PUSHing HL on the STACK at the start of our routine and then POPing them from the STACK at the end of the routine.

```
229     PUSH HL
225     POP HL
```

Again RUN50 and INPUT this sequence of numbers: 229, 33, 1, 1, 34, 0, 112, 225, 201

BREAK. CLS, press <RETURN> and RUN.

This time our program ran through to END in line 30, executing our M/L routine, then returning to execute the two PRINT statements in lines 10 and 20.

Having successfully worked out a technique for making use of disk tokens, it only remains to design some interesting and useful M/L routines to execute with our new technique. That will be largely up to you. But here is an example:-

Video memory consists of 2048 bytes (from 28672 to 30719), of which only one quarter (512 bytes) is used for the screen display in text mode (28672 to 29183). We can use another block of 512 bytes of video memory as a video store, say from 29184 to 29695, and set up M/L routines to copy the text mode screen to our video store and recall the content of the video store back to screen. This can be done very easily entirely in BASIC, using PEEK and POKE in FOR NEXT loops. The advantage of M/L routines is that they are very fast, practically instantaneous.

Again RUN50 and INPUT the following sequence of numbers :-
 229,33,0,112,17,0,114,1,0,2,237,176,225,201
 229,33,0,114,17,0,112,1,0,2,237,176,225,201

And BREAK. Two routines have been set up in the COMMUNICATIONS REGION, a COPY (screen to video store) routine starting at 31273 and a RECALL (from video store to screen) routine starting at 31287.

We will use the disk token 165 to execute the COPY routine (PUT) and disk token 164 to execute the RECALL routine (GET). We must change the JP instructions in the COMMUNICATIONS REGION for these disk tokens to make them jumps to the start of our M/L routines:

```
POKE31107,41:POKE31108,122     POKE31104,55:POKE31105,122
```

We are now ready to use our new tokens and their M/L routines in BASIC programs. So let's try them out. First NEW your VZ.

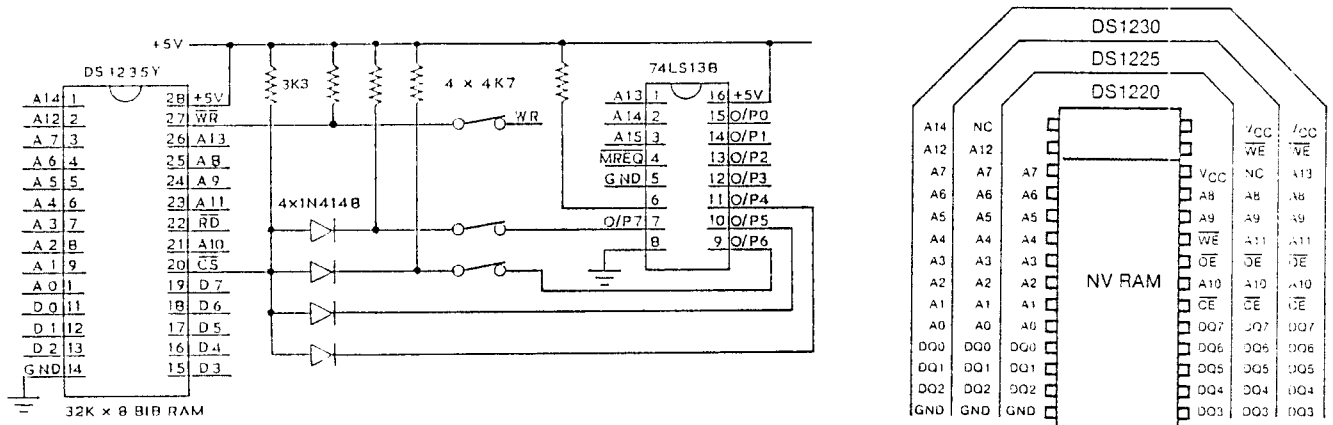
Enter this BASIC line :-
 500 LET:RETURN
 Now POKE31469,165 and enter this line :-
 400 LET:RETURN
 And POKE31469,164

We have set up two BASIC subroutines, a PUT routine at line 500 and a GET routine at line 400 which can now be called by using GOSUBs to those lines from within our BASIC program or even called with GOSUBs in command mode.

Try it. Enter GOSUB500
 NOW CLS and GOSUB400.

How about that eh? You can fill the screen with any data you please, then store it in the video store with a GOSUB500, and recall it to screen anytime you want with a GOSUB400.

32K BIB RAM BY JOE LEON



This 32K BIB RAM is the last in the line of BIB RAMS and is included for completeness. At around \$140.00 it is very expensive and 40% more than the VZ itself. I can't see too many persons rushing out to get one. A 16K BIB RAM would be more useful than above, but it's not available to my knowledge. And now to the circuit. As you can see there's not much to it. The 4 DIODES and 3K3 resistor form a 4 INPUT DIODE AND gate. A single 32K or two 16K decoded O/P's could have been used but were decided against for the following reasons.

If you have a W.P. cartidge then it wont work with circuit unless you disable top 16K. The 2 switches allow us to do so. Also if you use 32K BIB ram as an EPROM program developer then it's very desirable being able to switch out one or more 8K blocks. The switch on the WR (WRITE) line is there as a WRITE PROTECT switch when needed. The diagram on the right shows the pinouts of 2K, 8K and 32K BIB RAMS. If you have trouble locating a supplier for BIB RAMS then contact :-

- NOVOCASTRIAN ELECTRONIC SUPPLIES PTY. LTD. (049) 62-1358 or (049) 62-2005
- 24 BROADMEADOW ROAD, BROADMEADOW, NSW, 2292, AUSTRALIA
- MK48702 2K BIB RAM - \$34.40 - Available X stock.
- DS1220 2K BIB RAM - \$ - ????
- DS1225 8K BIB RAM - \$45.00 - \$54 - (150 or 200ns)
- DS1235 32K BIB RAM - \$140.00 - (150ns)

All DS (Dallas Semiconductor) BIB RAMS are available on indent only. Prices are aproximate, ckeck with supplier for correct price.

Please mention H.V.VZ.U.G. when making enquiries or purchasing any above. Ed.

The 8K BIB RAM is one of the more exiting projects that I built. My thanks to Dave Mitchell, Robert Quinn and Larry Taylor for their help with routines and information which I found most useful, thanks fellas.

Using the program I activated all the following extended basic commands :- RANDOM, DEFPNT, DEFSNG, DEFDBL, RESUME, ON, SYSTEM, DELETE, AUTO, VARPTR, ERL, ERR, STRING\$, MEM, FRE, POS, CINT, CSNG, CDBL and FIX.

The following disk words were also enabled with some of their names being changed. PUT, GET, CMD to DOS, OPEN to TRON, CLOSE to TROFF.

Now just by switching ROM 0 out and switching 8K BIB RAM in it's place all the Ext. Basic commands are at my disposal. Although routines for TRON and TROFF are in the ROM their place in the word table has been taken by other words. Renaming words wont activate routines, pointers have to be changed which is what I did.

As there are no routines in ROM for the disk commands CMD, PUT and GET other routines were used. R.Quinn's block move routine was placed in 2K BIB RAM at 5000H. As in his article PUT shifts the text screen up 512 bytes (1/2K) while GET brings it back to the text screen. PUT and GET gives me instant menu in my programs.

DOS :- I bet this command has you wondering. Quite often when I need to renumber part of a program I CLOAD W.Obrist's renumbering utility. When done I used to have to save program to tape as the renumbering utility clobbered the DOS. Now when I want to return to disk use I type in DOS and it reinitialises both the VZ and DOS. The basic program no longer responds to LIST or RUN, but by using Dave Mitchell's Ext. Dos OLD command the program is restored.

T - TEXT POKE :- This function is designed to poke TEXT to RAM. EG :- READY - How many times have you pressed RETURN over READY and got an ERROR message. By using TEXT POKE you can change it to REM as it produces no error message. The word READY lives at 6441-6446. Don't forget to put 2 spaces at end of REM as it is only 3 characters long.

P - POKE WORDS :- This is the option for enabling missing words. R.Quinn's WORD routine is used to identify missing words which are then typed in and as soon as RETURN is pressed they are POKED in. Refer to the two tables in pages 17-18. The left column shows all words while right column shows the gaps where the missing words go. Trailing spaces and inverse characters are disabled in this function so the correct number of characters have to be entered.

W - WORDS PEEK :- This is like above, but for viewing only.

M - MEM PEEK - This allows you to PEEK at both Hi and Lo Memory.

R - MOVE ROM X :- This options will move ROM 0, ROM 1 and DOS ROMS to 0000-0FFF (49152-57343). This is where all the alterations are done and POKE WORDS routine only works in this area. MOVE ROM 0 before POKE.

So far in MEM PEEK HI and TEXT POKE HI routines, offsets for ROM 0 only (lines 000 and 510) were incorporated as the program was originally designed to enable missing words only and it sort of grew a bit. As the program is still under development other options will be added like Lo-Byte/Hi-Byte POKE for use in changing word pointers, etc.

This 8K RAM with built in LITHIUM batteries has been very useful in enabling missing words. Also as any one of the 3 ROMS can be put in 8K BIB RAM they can be altered, routines rewritten and just a few seconds later just by flicking a couple of switches Instant Eprom.

VZ TOKENS AND WORDS BY R. QUINN 17

WORD	ROUTINE	ADDRESS	WORD
ADD.TOKEN WORD	DEC LO HI HEX	IN CHR# AND ASCII	
5712 128 END	7598 174 29 1DAE	5712 128:197	78N 68D
5715 129 FOR	7329 161 28 1CA1	5715 129:198	790 82R
5718 130 RESET	312 56 1 0138	5718 130:210	69E 83S 69E 84T
5723 131 SET	309 53 1 0135	5723 131:211	69E 84T
5726 132 CLS	457 201 1 01C9	5726 132:195	76L 83S
5729 133 CMD	31091 115 121 7973	5729 133:129	0 0
5732 134 RANDOM	467 211 1 01D3	5732 134:129	0 0 0 0 0
5738 135 NEXT	8886 182 34 22B6	5738 135:206	69E 88X 84T
5742 136 DATA	7941 5 31 1F05	5742 136:196	65A 84T 65A
5746 137 INPUT	8602 154 33 219A	5746 137:201	78N 80P 85U 84T
5751 138 DIM	9736 8 38 2608	5751 138:196	73I 77M
5754 139 READ	8687 239 33 21EF	5754 139:210	69E 65A 68D
5758 140 LET	7969 33 31 1F21	5758 140:204	69E 84T
5761 141 GOTO	7874 194 30 1EC2	5761 141:199	790 84T 790
5765 142 RUN	7843 163 30 1EA3	5765 142:210	85U 78N
5768 143 IF	8249 57 32 2039	5768 143:201	70F
5770 144 RESTORE	7569 145 29 1D91	5770 144:210	69E 83S 84T 790 82R 69E
5777 145 GOSUB	7857 177 30 1EB1	5777 145:199	790 83S 85U 66B
5782 146 RETURN	7902 222 30 1EDE	5782 146:210	69E 84T 85U 82R 78N
5788 147 REM	7943 7 31 1F07	5788 147:210	69E 77M
5791 148 STOP	7593 169 29 1DA9	5791 148:211	84T 790 80P
5795 149 ELSE	7943 7 31 1F07	5795 149:197	76L 83S 69E
5799 150 COPY	14610 18 57 3912	5799 150:195	790 80P 89Y
5803 151 COLOR	14493 157 56 389D	5803 151:195	790 76L 790 82R
5808 152 VERIFY	14136 56 55 3738	5808 152:214	69E 82R 73I 70F 89Y
5814 153 DEFINT	7683 3 30 1E03	5814 153:129	0 0 0 0 0
5820 154 DEFSNG	7686 6 30 1E06	5820 154:129	0 0 0 0 0
5826 155 DEFDBL	7689 9 30 1E09	5826 155:129	0 0 0 0 0
5832 156 CRUN	14126 46 55 372E	5832 156:195	82R 85U 78N
5836 157 MODE	11875 99 46 2E63	5836 157:205	790 68D 69E
5840 158 SOUND	11253 245 43 2BF5	5840 158:211	790 85U 78N 68D
5845 159 RESUME	8111 175 31 1FAF	5845 159:129	0 0 0 0 0
5851 160 OUT	11003 251 42 2AFB	5851 160:207	85U 84T
5854 161 ON	8044 108 31 1F6C	5854 161:129	0
5856 162 OPEN	31097 121 121 7979	5856 162:129	0 0 0
5860 163 FIELD	31100 124 121 797C	5860 163:129	0 0 0 0
5865 164 GET	31103 127 121 797F	5865 164:129	0 0
5868 165 PUT	31106 130 121 7982	5868 165:129	0 0
5871 166 CLOSE	31109 133 121 7985	5871 166:129	0 0 0 0
5876 167 LOAD	31112 136 121 7988	5876 167:129	0 0 0
5880 168 MERGE	31115 139 121 798B	5880 168:129	0 0 0 0
5885 169 NAME	31118 142 121 798E	5885 169:129	0 0 0
5889 170 KILL	31121 145 121 7991	5889 170:129	0 0 0
5893 171 LSET	31127 151 121 7997	5893 171:129	0 0 0
5897 172 RSET	31130 154 121 799A	5897 172:129	0 0 0
5901 173 SAVE	31136 160 121 79A0	5901 173:129	0 0 0
5905 174 SYSTEM	0 0 0 0000	5905 174:129	0 0 0 0 0
5911 175 LPRINT	8295 103 32 2067	5911 175:204	80P 82R 73I 78N 84T
5917 176 DEF	31067 91 121 795B	5917 176:129	0 0
5920 177 POKE	11441 177 44 2CB1	5920 177:208	790 75K 69E
5924 178 PRINT	8303 111 32 206F	5924 178:208	82R 73I 78N 84T
5929 179 CONT	7652 228 29 1DE4	5929 179:195	790 78N 84T
5933 180 LIST	11054 46 43 2B2E	5933 180:204	73I 83S 84T
5937 181 LLIST	11049 41 43 2B29	5937 181:204	76L 73I 83S 84T
5942 182 DELETE	11206 198 43 2BC6	5942 182:129	0 0 0 0 0
5948 183 AUTO	8200 8 32 2008	5948 183:129	0 0 0
5952 184 CLEAR	7802 122 30 1E7A	5952 184:195	76L 69E 65A 82R
5957 185 CLOAD	13910 86 54 3656	5957 185:195	76L 790 65A 68D
5962 186 CSAVE	13481 169 52 34A9	5962 186:195	83S 65A 86V 69E
5967 187 NEW	6985 73 27 1B49	5967 187:206	69E 87W
5970 188 TAB	NO ADDRESS LIST	5970 188:212	65A 66B 40
5974 189 TO	NO ADDRESS LIST	5974 189:212	790

WORD	ROUTINE	ADDRESS	WORD
ADD.TOKEN WORD	DEC LO HI HEX	IN CHR# AND ASCII	
5712 128:197	78N 68D		
5715 129:198	790 82R		
5718 130:210	69E 83S 69E 84T		
5723 131:211	69E 84T		
5726 132:195	76L 83S		
5729 133:129	0 0		
5732 134:129	0 0 0 0 0		
5738 135:206	69E 88X 84T		
5742 136:196	65A 84T 65A		
5746 137:201	78N 80P 85U 84T		
5751 138:196	73I 77M		
5754 139:210	69E 65A 68D		
5758 140:204	69E 84T		
5761 141:199	790 84T 790		
5765 142:210	85U 78N		
5768 143:201	70F		
5770 144:210	69E 83S 84T 790 82R 69E		
5777 145:199	790 83S 85U 66B		
5782 146:210	69E 84T 85U 82R 78N		
5788 147:210	69E 77M		
5791 148:211	84T 790 80P		
5795 149:197	76L 83S 69E		
5799 150:195	790 80P 89Y		
5803 151:195	790 76L 790 82R		
5808 152:214	69E 82R 73I 70F 89Y		
5814 153:129	0 0 0 0 0		
5820 154:129	0 0 0 0 0		
5826 155:129	0 0 0 0 0		
5832 156:195	82R 85U 78N		
5836 157:205	790 68D 69E		
5840 158:211	790 85U 78N 68D		
5845 159:129	0 0 0 0 0		
5851 160:207	85U 84T		
5854 161:129	0		
5856 162:129	0 0 0		
5860 163:129	0 0 0 0		
5865 164:129	0 0		
5868 165:129	0 0		
5871 166:129	0 0 0 0		
5876 167:129	0 0 0		
5880 168:129	0 0 0 0		
5885 169:129	0 0 0		
5889 170:129	0 0 0		
5893 171:129	0 0 0		
5897 172:129	0 0 0		
5901 173:129	0 0 0		
5905 174:129	0 0 0 0 0		
5911 175:204	80P 82R 73I 78N 84T		
5917 176:129	0 0		
5920 177:208	790 75K 69E		
5924 178:208	82R 73I 78N 84T		
5929 179:195	790 78N 84T		
5933 180:204	73I 83S 84T		
5937 181:204	76L 73I 83S 84T		
5942 182:129	0 0 0 0 0		
5948 183:129	0 0 0		
5952 184:195	76L 69E 65A 82R		
5957 185:195	76L 790 65A 68D		
5962 186:195	83S 65A 86V 69E		
5967 187:206	69E 87W		
5970 188:212	65A 66B 40		
5974 189:212	790		

WORD	ROUTINE	ADDRESS			
ADD.TOKEN WORD	DEC LO HI HEX				
5976 190 FN	NO	ADDRESS	LIST		
5978 191 USING	NO	ADDRESS	LIST		
5983 192 VARPTR	NO	ADDRESS	LIST		
5989 193 USR	NO	ADDRESS	LIST		
5992 194 ERL	NO	ADDRESS	LIST		
5995 195 ERR	NO	ADDRESS	LIST		
5998 196 STRING\$	NO	ADDRESS	LIST		
6005 197 INSTR	NO	ADDRESS	LIST		
6010 198 POINT	NO	ADDRESS	LIST		
6015 199 TIME\$	NO	ADDRESS	LIST		
6020 200 MEM	NO	ADDRESS	LIST		
6023 201 INKEY\$	NO	ADDRESS	LIST		
6029 202 THEN	NO	ADDRESS	LIST		
6033 203 NOT	NO	ADDRESS	LIST		
6036 204 STEP	NO	ADDRESS	LIST		
6040 205 +	NO	ADDRESS	LIST		
6041 206 -	NO	ADDRESS	LIST		
6042 207 *	NO	ADDRESS	LIST		
6043 208 /	NO	ADDRESS	LIST		
6044 209 ^	NO	ADDRESS	LIST		
6045 210 AND	NO	ADDRESS	LIST		
6048 211 OR	NO	ADDRESS	LIST		
6050 212 >	NO	ADDRESS	LIST		
6051 213 =	NO	ADDRESS	LIST		
6052 214 <	NO	ADDRESS	LIST		
6053 215 SGN	2442	138	9	098A	
6056 216 INT	2871	55	11	0B37	
6059 217 ABS	2423	119	9	0977	
6062 218 FRE	10196	212	39	27D4	
6065 219 INP	10991	239	42	2AEF	
6068 220 POS	10229	245	39	27F5	
6071 221 SQR	5095	231	19	13E7	
6074 222 RND	5321	201	20	14C9	
6077 223 LOG	2057	9	8	0809	
6080 224 EXP	5177	57	20	1439	
6083 225 COS	5441	65	21	1541	
6086 226 SIN	5447	71	21	1547	
6089 227 TAN	5544	168	21	15A8	
6092 228 ATN	5565	189	21	15BD	
6095 229 PEEK	11434	170	44	2CAA	
6099 230 CVI	31058	82	121	7952	
6102 231 CVS	31064	88	121	7958	
6105 232 CVD	31070	94	121	795E	
6108 233 EOF	31073	97	121	7961	
6111 234 LOC	31076	100	121	7964	
6114 235 LOF	31079	103	121	7967	
6117 236 MKI\$	31082	106	121	796A	
6121 237 MKS\$	31085	109	121	796D	
6125 238 MKD\$	31088	112	121	7970	
6129 239 CINT	2687	127	10	0A7F	
6133 240 CSNG	2737	177	10	0AB1	
6137 241 CDBL	2779	219	10	0ADB	
6141 242 FIX	2854	38	11	0B26	
6144 243 LEN	10755	3	42	2A03	
6147 244 STR\$	10294	54	40	2836	
6151 245 VAL	10949	197	42	2AC5	
6154 246 ASC	10767	15	42	2A0F	
6157 247 CHR\$	10783	31	42	2A1F	
6161 248 LEFT\$	10849	97	42	2A61	
6166 249 RIGHT\$	10897	145	42	2A91	
6172 250 MID\$	10906	154	42	2A9A	

WORD	ADD.TOKEN WORD	IN CHR\$	AND	ASCII
5976 190:129	0			
5978 191:213	83S 73I 78N 71G			
5983 192:129	0 0 0 0 0			
5989 193:213	83S 82R			
5992 194:129	0 0			
5995 195:129	0 0			
5998 196:129	0 0 0 0 0 0			
6005 197:129	0 0 0 0			
6010 198:208	790 73I 78N 84T			
6015 199:129	0 0 0 0			
6020 200:129	0 0			
6023 201:201	78N 75K 69E 39Y 36\$			
6029 202:212	72H 69E 78N			
6033 203:206	790 84T			
6036 204:211	84T 69E 80P			
6040 205:171	WORD IS +			
6041 206:173	WORD IS -			
6042 207:170	WORD IS *			
6043 208:175	WORD IS /			
6044 209:222				
6045 210:193	78N 68D			
6048 211:207	82R			
6050 212:190	WORD IS >			
6051 213:189	WORD IS =			
6052 214:188	WORD IS <			
6053 215:211	71G 78N			
6056 216:201	78N 84T			
6059 217:193	66B 83S			
6062 218:129	0 0			
6065 219:201	78N 80P			
6068 220:129	0 0			
6071 221:211	81Q 82R			
6074 222:210	78N 68D			
6077 223:204	790 71G			
6080 224:197	88X 80P			
6083 225:195	790 83S			
6086 226:211	73I 78N			
6089 227:212	65A 78N			
6092 228:193	84T 78N			
6095 229:208	69E 69E 75K			
6099 230:129	0 0			
6102 231:129	0 0			
6105 232:129	0 0			
6108 233:129	0 0			
6111 234:129	0 0			
6114 235:129	0 0			
6117 236:129	0 0 0			
6121 237:129	0 0 0			
6125 238:129	0 0 0			
6129 239:129	0 0 0			
6133 240:129	0 0 0			
6137 241:129	0 0 0			
6141 242:129	0 0			
6144 243:204	69E 78N			
6147 244:211	84T 82R 36\$			
6151 245:214	65A 76L			
6154 246:193	83S 67C			
6157 247:195	72H 82R 36\$			
6161 248:204	69E 70F 84T 36\$			
6166 249:210	73I 71G 72H 84T 36\$			
6172 250:205	73I 68D 36\$			

EXTENDED DOS VERSION 1.0 (C) COMMANDS :-

MERGE - MERGES basic file from disk with program in memory.
 DIRA - See example - T:MENU B:PATCH3.1 B:WORDPROC
 B:EXTDOS E B:EXTDOS R W:DOS-INST
 LDIRA - As above, but to screen and printer.
 DIRB - See example - T:MENU 01 00 7AE9 801B 0532
 B:PATCH3.1 01 0B 7200 771F 051F
 LDIRB - As above, but to screen and printer.
 STATUSA - Prints free disk space to screen on one line.
 LSTATUSA - As above, but to screen and printer, see below.
 534 RECORDS FREE 63.500K FREE
 OLD - Restores a program after using the NEW command.
 OLD. - Prints START, END and LENGHT of program in memory in HEX.
 DEC XXXXX - Converts DECIMAL to HEX
 HEX XXXX - Converts HEX to DECIMAL
 STATUSA and LSTATUSA also works with Version 1.0 DOS.

The EXTENDED DOS is available in the two versions below :-

EXTDOS R - T.O.M. SEEKING (SELF RELOCATING)

EXTDOS E - FOR 2K RAM AT 6000-67FF HEX

Price - \$10.00 each or the two for \$15.00. Availble from :-

Dave MITCHELL - (079) 27 8519
 24 ELPHINSTONE STREET NORTH ROCKHAMPTON QUEENSLAND 4701

FOR INFORMATION IN NEWCASTLE AREA :- Joe LEON - (049) 51 2756

FOR SALE - DATABASE - DISK / TAPE

DATA - 16k - VZ DATABASE. Enter data into records thirty characters long (accepts graphic characters). Runs on VZ 200+16k or VZ 300. Available on disk as DISK DATABASE or on tape as CASSETTE DATABASE.

Facilities include data entry into record of choice, into last record chosen, next record, auto-next for fast data entry, edit keys so you don't have to re-enter entire content of a record, delete a record, delete a block of records, gap delete, insert, gap insert, fast alphabetical sort of records--start anywhere in records ; number sort ; swap any two records ; page display--ten records per page ; display current page, next page, previous page, flip backward and forward through datafile, swap any two pages, fast search of entire datafile for a sequence of characters--anywhere in records, hardcopy your records--especially suited for VZ printer plotter ; menu etc.

Disk DATA has Directory and ERASE commands, saves a datafile or any part thereof as a single binary file which loads back quickly. Cassette DATA CSAVES a datafile as a single T file--no slow loading of multitudes of D files! All instructions for using DATA are stored on disk and tape as datafiles--run DATA, load an instruction file and page through it. This program certainly stands out amongst the crowd of other such programs of it's type.

PRICE - \$20.00 for DISK or CASSETTE DATABASE - Please make all Cheques and Money Orders payable to and is available from :-
 SCOTT LE BRUN 5 CAMERON COURT WANTIRNA VIC. 3152

EDITOR ASSEMBLER TAPE TO DISK CONVERSION UTILITY

- CONVERT YOUR EDITOR ASSEMBLER TO FULL DISK OPERATION -

VZ USER has a conversion package to convert the Dick Smith Editor Assembler (Version 1.2). All SAVES/LOADS etc. to Disk. (Version 1.1 converter coming soon).

Price \$15.00 inc. postage and is available from :-
Mark Harwood (Editor) 'VZ USER'
P.O. BOX 154 DURAL NSW AUSTRALIA Phone (02) 651 1413 AH

* * FOR SALE * * * * FOR SALE * *
E&F W.P. PATCH3.1 - QUICKWRITE W.P.

PATCH3.1 - COPYRIGHT - H.V.VZ.U.G.

This single Patch will convert your E & F TAPE WORD PROCESSOR for full DISK use while retaining all TAPE functions. It can be used with 1 or 2 DRIVES. Below are the two Menus.

- | | |
|---------------|--------------|
| E)DIT TEXT | L)OAD |
| C)LEAR TEXT | S)AVE |
| P)RINT TEXT | D)IR |
| L)OAD FILE | E)RA |
| S)AVE FILE | R)EN |
| V)ERIFY FILE | I)NIT |
| Q)UIT PROGRAM | 1-2) DRIVE 1 |
| D)ISK | M)ENU |

Fast SAVING and LOADING of TEXT DATA to and from Disk is provided using Block SAVE or LOAD.

Full instructions are supplied together with a Tape to Disk transfer utility for your E & F Tape Word Processor.

This Patch will work with V1.0 or V1.2 Disk Controller. A STATUS facility has been added for V1.0 DOS owners.

SYSTEM REQUIREMENTS :-
DISK DRIVE + V1.0 OR V1.2 DOS
VZ300 + 16K RAM PACK OR
VZ200 + 18K (16K RAM PACK + 2K)

The price - \$10.00, NZ AU\$12.00 and is available from :-

HUNTER VALLEY VZ USERS' GROUP
P.O.BOX 161 JESMOND 2299
N.S.W. AUSTRALIA Phone (049)51 2756

* * * NEW NEW NEW * * *

QUICKWRITE WORDPROCESSOR

DISC BASED WORDPROCESSOR
A\$40.00

QUICKWRITE WORDPROCESSOR IS SUITABLE FOR THE EXPANDED VZ200 AND VZ300 COMPUTERS.

QUICKWRITE is software on disc, so RAM and ROM PACKS do not have to be plugged and unplugged into the VZ which can cause loose port socket connections.

QUICKWRITE runs on either the LASER or VZ DOS disc controller.

QUICKWRITE saves and loads document text (data) to disc.

FEATURES.

- * Fast disc saving and loading of document text (data).
- * Automatic periodic saving of data while in typing mode if required.
- * Tape saving and loading of data as a backup medium.
- * Loading of E&F tape files (data) possible.
- * Printer font changes within the data.
- * Capitals/lower case software lock on/off.
- * Accommodates wide printers - up to 255 columns.
- * A Printer/Plotter can also be used.
- * Four print justify/wragged modes.
- * Adequate operator warnings.
- * Labelling of discs allowable, such as date, code etc.
- * The usual editing facilities:-
Delete, Insert, Find and Replace, Paste, Cut etc.
- * Number 1 or number 2 disc drive selection allowed.
- * The price of A\$40.00. includes surface postage within Australia.

Sold ONLY by VSOFTWAREZ
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